

## Table of Contents

<b>Preface . . . . .</b>	xvii
<b>Chapter 1. Multicast Routing on the Internet. . . . .</b>	1
Jean-Jacques PANSIOT	
1.1. Introduction and definitions . . . . .	1
1.2. Multicast addressing . . . . .	4
1.2.1. Limited scope addressing . . . . .	5
1.2.2. GLOP global addressing. . . . .	5
1.2.3. Dynamic addressing: MALLOC . . . . .	6
1.3. Structure of a multicast router . . . . .	7
1.3.1. The unicast routing base for multicasting (MRIB) . . . . .	7
1.3.2. Tree information base (TIB) . . . . .	8
1.3.3. Multicast forwarding information base (MFIB) . . . . .	8
1.4. Relationship with the other protocol layers . . . . .	10
1.4.1. Relationship with the lower layer . . . . .	10
1.4.2. Relationship with the upper layers . . . . .	12
1.5. Belonging to groups: IGMP . . . . .	12
1.5.1. IGMP version 1 . . . . .	13
1.5.2. IGMP version 2 . . . . .	13
1.5.3. IGMP version 3 . . . . .	14
1.6. Routing in flood-and-prune mode and the RPF. . . . .	15
1.6.1. Reverse path forwarding or RPF check . . . . .	15
1.6.2. Pruning . . . . .	16
1.6.3. Protocol cost. . . . .	17
1.6.4. DVMRP . . . . .	17
1.6.5. Mbone . . . . .	18
1.6.6. PIM dense mode: PIM-DM . . . . .	18

1.7. Link-state routing and MOSPF . . . . .	18
1.7.1. MOSPF principle . . . . .	18
1.7.2. MOSPF inter-areas . . . . .	19
1.7.3. Cost of MOSPF . . . . .	20
1.8. Routing with explicit construction: PIM-SM and CBT . . . . .	20
1.8.1. PIM sparse-mode principles: PIM-SM . . . . .	21
1.8.2. Discovery of RPs: boot strap routers (BSR) . . . . .	24
1.8.3. Maintenance of the PIM-SM tree . . . . .	24
1.8.4. Core based trees: CBT . . . . .	25
1.8.5. Bidirectional PIM . . . . .	25
1.8.6. Cost of explicit methods . . . . .	26
1.9. Inter-domain multicast routing . . . . .	27
1.9.1. MASC/BGMP architecture . . . . .	27
1.9.2. BGP multiprotocol extensions . . . . .	28
1.9.3. Interaction with intra-domain routing . . . . .	29
1.9.4. BGMP . . . . .	29
1.9.5. PIM-SM and MSDP solution . . . . .	30
1.10. Model of multicasting with a single source: SSM . . . . .	32
1.10.1. Express . . . . .	32
1.10.2. The SSM and PIM-SM model . . . . .	33
1.10.3. Limitations of PIM-SSM . . . . .	33
1.11. Multicasting and IPv6 . . . . .	34
1.11.1. IPv6 multicast addressing . . . . .	34
1.11.2. Protocol for group subscription: MLD . . . . .	35
1.11.3. RP-embedded mechanism . . . . .	35
1.12. Other multicast routing proposals . . . . .	36
1.12.1. Simple multicast . . . . .	37
1.12.2. Logical addressing and routing: LAR . . . . .	37
1.12.3. Reunite . . . . .	38
1.12.4. Hop by hop multicast routing: HBH . . . . .	39
1.13. Comparison of various protocols . . . . .	40
1.13.1. Quality of the broadcast trees . . . . .	40
1.13.2. Cost of protocols . . . . .	42
1.14. Alternatives to multicast routing . . . . .	43
1.14.1. Multiple unicast connections . . . . .	43
1.14.2. Multicasting for small groups . . . . .	43
1.14.3. Application level multicast . . . . .	43
1.15. Conclusion . . . . .	44
1.16. Bibliography . . . . .	44
1.17. Glossary of acronyms . . . . .	49

<b>Chapter 2. Hierarchical Multicast Protocols with Quality of Service . . . . .</b>	<b>51</b>
Abderrahim BENSLIMANE and Omar MOUSSAOUI	
2.1. Introduction . . . . .	51
2.2. Multicast principle. . . . .	53
2.2.1. Advantage of multicasting . . . . .	53
2.2.2. Technological constraints . . . . .	55
2.2.3. Main types of trees . . . . .	56
2.2.3.1. Shared tree/specific tree . . . . .	56
2.2.3.2. Shortest path tree (SPT) . . . . .	57
2.2.3.3. Steiner tree. . . . .	57
2.2.3.4. Centered tree (CBT) . . . . .	58
2.2.3.5. Summary . . . . .	58
2.3. Multicast routing protocols . . . . .	59
2.3.1. DVMRP . . . . .	59
2.3.2. PIM . . . . .	60
2.3.3. MOSPF . . . . .	61
2.3.4. IP multicast . . . . .	62
2.3.5. Limitations of the current multicast routing protocols . . . . .	63
2.3.5.1. DVMRP . . . . .	63
2.3.5.2. PIM . . . . .	63
2.4. Quality of service in multicast routing . . . . .	64
2.4.1. SJP . . . . .	64
2.4.2. QoSIC . . . . .	66
2.4.3. QMRP . . . . .	67
2.4.4. Conclusion . . . . .	68
2.5. Hierarchical multicasting . . . . .	69
2.5.1. HDVMP . . . . .	70
2.5.2. LGC . . . . .	73
2.5.3. HIP . . . . .	74
2.5.4. QHMRP . . . . .	78
2.5.5. Conclusion . . . . .	81
2.6. Hierarchical structure for multicasting . . . . .	82
2.6.1. Context of the system . . . . .	82
2.6.2. Construction of local groups . . . . .	82
2.6.2.1. Construction of the neighborhood . . . . .	82
2.6.2.2. Construction of transit groups . . . . .	83
2.6.2.3. Grouping and election . . . . .	83
2.6.3. Construction of hierarchical trees between servers . . . . .	84
2.6.3.1. Use of centered trees . . . . .	85
2.6.3.2. Use of SPT trees . . . . .	87
2.6.3.3. Comparison between the two methods . . . . .	88

2.6.4. Management of the hierarchical structure . . . . .	89
2.7. Conclusion . . . . .	90
2.8. Bibliography . . . . .	90
<b>Chapter 3. A Transport Protocol for Multimedia Multicast with Differentiated Quality of Service . . . . .</b>	<b>93</b>
David GARDUNO, Ernesto EXPOSITO and Michel DIAZ	
3.1. Introduction . . . . .	93
3.1.1. Multimedia . . . . .	93
3.1.2. Partial QoS . . . . .	93
3.1.3. Multicast . . . . .	95
3.1.4. Text organization . . . . .	96
3.2. State of the art . . . . .	96
3.2.1. Point-to-point multimedia data transmission . . . . .	96
3.2.1.1. UDP and TCP . . . . .	96
3.2.1.2. SCTP . . . . .	97
3.2.1.3. DCCP . . . . .	98
3.2.1.4. Networking layer: IntServ . . . . .	98
3.2.1.5. Networking layer: DiffServ . . . . .	99
3.2.2. Multicast algorithms . . . . .	100
3.3. Network model, Tree and QoS oriented multicast service . . . . .	102
3.3.1. Introduction . . . . .	102
3.3.2. Hierarchized graph . . . . .	104
3.3.3. Degree Bounded Shortest Path Tree (DGBSPT) . . . . .	107
3.3.4. Model and simulations . . . . .	116
3.4. Fully Programmable Transport Protocol . . . . .	118
3.4.1. Introduction . . . . .	118
3.4.2. Design principles . . . . .	119
3.4.3. Contextual model of QoS . . . . .	119
3.4.3.1. QoS specification . . . . .	119
3.4.3.2. QoS mechanisms . . . . .	120
3.4.4. Protocol specification . . . . .	121
3.4.5. Implementation and evaluation . . . . .	123
3.5. Integration of multicast services and multimedia protocols . . . . .	125
3.5.1. Deployment of transport services by proxies . . . . .	125
3.5.1.1. Basic FFTP architecture and mechanisms . . . . .	126
3.5.2. The M-FFTP multimedia multicast service . . . . .	128
3.5.3. Tests and results . . . . .	130
3.6. Conclusion . . . . .	131
3.7. Bibliography . . . . .	132

<b>Chapter 4. Reliability in Group Communications: An Introduction . . . . .</b>	135
Vincent ROCA	
4.1. Introduction . . . . .	135
4.2. Which reliability for which applications? . . . . .	136
4.2.1. Reliability levels . . . . .	136
4.2.2. Group models . . . . .	137
4.2.3. Transmission models. . . . .	137
4.2.4. Multiplicity of applications and their needs . . . . .	138
4.3. Challenges and big classes of solutions in the case of a reliable group communication service. . . . .	139
4.3.1. Challenges . . . . .	139
4.3.2. Reliable scaling and communications: problems . . . . .	140
4.3.3. Scaling of control traffic. . . . .	140
4.3.3.1. Use of removal mechanisms by recipients . . . . .	140
4.3.3.2. Use of FEC codes. . . . .	141
4.3.3.3. Use of assistance node trees. . . . .	142
4.3.4. Scaling of retransmissions. . . . .	142
4.3.4.1. Use of FEC . . . . .	142
4.3.4.2. Use of a retransmission server tree . . . . .	142
4.3.4.3. Local retransmissions . . . . .	142
4.3.5. Considering the heterogeneity . . . . .	143
4.3.6. First assessment. . . . .	144
4.4. FEC codes . . . . .	144
4.4.1. Codes for packet erasure channels . . . . .	144
4.4.2. The concepts of systematic codes and MDS codes . . . . .	145
4.4.3. Classification of FEC codes. . . . .	145
4.4.4. Small block codes . . . . .	146
4.4.4.1. Principles. . . . .	146
4.4.4.2. Problem linked to block segmentation . . . . .	146
4.4.4.3. Use in the reliable communication systems . . . . .	147
4.4.5. Large block codes . . . . .	147
4.4.5.1. Introduction . . . . .	147
4.4.5.2. Operation mode of LDPC-staircase and LDPC-triangle codes .	147
4.4.6. Rateless codes (also known as extensible codes) . . . . .	152
4.4.6.1. Introduction . . . . .	152
4.4.6.2. Principles of online codes . . . . .	152
4.4.6.3. Comparison with the LDPC-staircase and triangle codes . .	153
4.4.7. A few additional notes on the FEC rateless and large block codes .	153
4.5. Conclusion . . . . .	154
4.6. Bibliography . . . . .	155

**Chapter 5. End-to-end Approaches for Reliable Communications . . . . .** 157  
Vincent ROCA

5.1. Introduction . . . . .	157
5.2. The main protocol classes and the block approach of the IETF . . . . .	158
5.3. The FEC building block . . . . .	159
5.3.1. The “FEC encoding ID” and “FEC instance ID” . . . . .	159
5.3.2. The FPI (FEC payload ID) . . . . .	159
5.3.3. The “FEC object transmission information” (FEC OTI) . . . . .	160
5.3.3.1. Block partitioning algorithm . . . . .	161
5.3.3.2. The n algorithm . . . . .	162
5.4. The NORM approach . . . . .	163
5.4.1. Operating principles . . . . .	163
5.4.1.1. General ideas . . . . .	163
5.4.1.2. Main types of packets . . . . .	163
5.4.1.3. Transmission window mechanism . . . . .	164
5.4.2. The building blocks used . . . . .	165
5.4.2.1. FEC block . . . . .	165
5.4.2.3. Scope . . . . .	166
5.5. ALC approach . . . . .	166
5.5.1. Operating principles . . . . .	166
5.5.1.1. General ideas . . . . .	166
5.5.1.2. Close-up on the layered transmission principle . . . . .	167
5.5.1.3. And if we used only one layer? . . . . .	169
5.5.2. The building blocks used . . . . .	169
5.5.2.1. The LCT block . . . . .	170
5.5.2.3. Scope . . . . .	171
5.6. The FLUTE file transfer application on ALC . . . . .	172
5.6.1. Operating principles . . . . .	173
5.6.2. An example of FDT instance . . . . .	174
5.6.3. Scope . . . . .	175
5.7. A few NORM and FLUTE/ALC available implementations . . . . .	176
5.8. Conclusion . . . . .	177
5.9. Bibliography . . . . .	177

**Chapter 6. Router-assist Based Reliable Multicast . . . . .** 181  
Prométhée SPATHIS and Kim THAI

6.1. Introduction . . . . .	181
6.2. Motivations and objectives . . . . .	183

6.3. Protocol network architecture . . . . .	186
6.3.1. Active error recovery (AER) and light-weight multicast services (LMS) . . . . .	186
6.3.2. Pragmatic general multicast (PGM) . . . . .	187
6.3.3. Active reliable multicast (ARM) and multicast actif fiable (MAF) . . . . .	187
6.4. Classification . . . . .	188
6.4.1. Organizing the control tree . . . . .	188
6.4.2. Repair entities . . . . .	190
6.4.3. Local approaches . . . . .	193
6.4.3.1. Receiver-initiated approach . . . . .	193
6.4.3.2. Sender-initiated approach . . . . .	194
6.4.4. Buffer management . . . . .	195
6.4.4.1. Receiver-initiated approach . . . . .	195
6.4.4.2. Aggregated ACKs . . . . .	196
6.4.5. Exposure of receivers . . . . .	197
6.4.5.1. ARM and PGM . . . . .	197
6.4.5.2. MAF . . . . .	199
6.4.5.3. AER and LMS . . . . .	199
6.4.6. Feedback implosion . . . . .	202
6.4.6.1. Aggregation . . . . .	202
6.4.6.2. Optimization of aggregation . . . . .	203
6.4.7. Suppression . . . . .	205
6.4.7.1. Anticipation . . . . .	205
6.4.7.2. LMS and MAF . . . . .	205
6.4.8. Loss recovery burden . . . . .	206
6.4.8.1. ARM and PGM . . . . .	206
6.4.8.2. AER and LMS . . . . .	207
6.4.9. Standardization of router-assist based approaches . . . . .	208
6.5. Placement mechanisms . . . . .	209
6.5.1. Motivations and objectives of the placement of repair entities . . . . .	210
6.5.2. Location models . . . . .	211
6.5.3. Applications of the p-median problems to the placement of repair entities . . . . .	212
6.6. Performance analysis . . . . .	213
6.6.1. Large scale simulations and experiments . . . . .	213
6.6.2. Analytical models . . . . .	214
6.6.3. Precursory works . . . . .	215
6.6.4. Comparative analytical studies of router support approaches . . . . .	215
6.7. Conclusion . . . . .	216
6.8. Bibliography . . . . .	217

<b>Chapter 7. Congestion Control in Multicast Communications . . . . .</b>	223
CongDuc PHAM and Moufida MAIMOUR-BOUYOUCEF	
7.1. Introduction . . . . .	223
7.2. Congestion control . . . . .	225
7.2.1. Congestion control: a bit of theory . . . . .	225
7.2.2. The congestion control in practice: example with TCP and the AIMD process . . . . .	226
7.3. The congestion control in group communications . . . . .	229
7.3.1. Information filtering and representativeness . . . . .	229
7.3.2. Scalability . . . . .	231
7.3.3. Heterogeneity management . . . . .	232
7.3.4. In brief . . . . .	233
7.4. Single-rate approaches . . . . .	233
7.5. Multi-rate approaches . . . . .	235
7.6. Approaches with router assistance . . . . .	239
7.7. Conclusion . . . . .	242
7.8. Bibliography . . . . .	242
7.9. Appendix 1: summary table of the approaches quoted in this chapter .	245
7.10. Appendix 2: acronyms of the protocols presented . . . . .	246
<b>Chapter 8. Approaches to Multicast Traffic Engineering . . . . .</b>	247
Christian JACQUENET	
8.1. Introduction . . . . .	247
8.2. The use of DiffServ mechanisms . . . . .	249
8.2.1. Reminder of the DiffServ architecture . . . . .	249
8.2.2. Risks of over-use of resources within the DiffServ domain . . . . .	250
8.2.3. Marking and signaling: establishment and maintenance of multicast distribution trees with differentiated qualities of service . . . . .	250
8.3. Multicast traffic engineering and MPLS networks . . . . .	257
8.3.1. The difficulty of activating multicast traffic processing capabilities in MPLS domains . . . . .	257
8.3.2. Multicast traffic engineering using the point-to-point LSP MPLS resources . . . . .	258
8.3.2.1. Establishment of multicast distribution trees at the edge of MPLS networks . . . . .	258
8.3.2.2. Construction of distribution trees according to the service classes supported in the MPLS domain . . . . .	261

8.3.3 Multicast traffic engineering using point-to-multipoint LSP MPLS tree structures. . . . .	262
8.3.3.1. Establishment of point-to-multipoint LSP . . . . .	262
8.3.3.2. Routing of multicast flows in traffic-engineered point-to-multipoint LSP trees. . . . .	267
8.4. Conclusion . . . . .	268
8.5. Bibliography . . . . .	269

**Chapter 9. Towards New Protocols for Small Multicast Groups:  
Explicit Routing and Recursive Unicast . . . . .** 271  
Ali BOUDANI and Abderrahim BENSLIMANE

9.1. Introduction . . . . .	271
9.2. Explicit multicast routing protocols . . . . .	273
9.2.1. Xcast . . . . .	273
9.2.2. Xcast+ . . . . .	275
9.2.3. Advantages and disadvantages of the Xcast technique . . . . .	276
9.2.3.1. Advantages of the Xcast technique . . . . .	277
9.2.3.2. Disadvantages of the Xcast technique . . . . .	277
9.2.4. Generalization of the Xcast technique. . . . .	279
9.2.4.1. Description of the GXcast protocol . . . . .	279
9.2.4.2. Links between GXcast and the maximum transfer unit. . . . .	281
9.2.5. Incremental deployment of an Xcast protocol in a network . . . . .	281
9.2.5.1. Tunneling . . . . .	281
9.2.5.2. Premature X2U . . . . .	283
9.2.5.3. Semi-permeable tunneling (only with IPv6) . . . . .	283
9.2.6. Different explicit multicast propositions . . . . .	284
9.2.6.1. SGM . . . . .	285
9.2.6.2. CLM . . . . .	285
9.2.6.3. MDO6 . . . . .	286
9.2.6.4. Somecast . . . . .	286
9.2.6.5. ERM . . . . .	286
9.2.6.6. MSC . . . . .	286
9.2.6.7. DCM . . . . .	287
9.2.7. Summary and limitations of the various explicit multicast routing protocols . . . . .	287
9.3. Recursive unicast . . . . .	290
9.3.1. REUNITE . . . . .	292
9.3.2. HBH . . . . .	293
9.3.3. SEM. . . . .	295

9.3.4. Comparison between HBH and SEM . . . . .	297
9.3.5. SREM. . . . .	300
9.4. Conclusion . . . . .	304
9.5. Bibliography . . . . .	304
<b>Chapter 10. Secure Multicast Communications . . . . .</b>	<b>307</b>
<i>Melek ÖNEN, Refik MOLVA and Alain PANNETRAT</i>	
10.1. Introduction to multicast security . . . . .	307
10.1.1. Multicast applications and their characteristics . . . . .	307
10.1.2. Security requirements . . . . .	309
10.1.3. Limitations of the unicast solutions . . . . .	310
10.2. Multicast authentication. . . . .	311
10.2.1. Definition and requirements. . . . .	311
10.2.2. Techniques using symmetric algorithms . . . . .	312
10.2.2.1. Multicast message authentication codes (MMAC) . . . . .	312
10.2.2.2. TESLA . . . . .	313
10.2.3. Combination of asymmetric and symmetric algorithms . . . . .	315
10.2.3.1. Hash trees. . . . .	315
10.2.3.2. Hash chains . . . . .	316
10.2.3.3. The use of erasure codes. . . . .	318
10.2.4. Conclusion . . . . .	320
10.3. Multicast confidentiality . . . . .	320
10.3.1. Definition and requirements. . . . .	320
10.3.2. Re-encryption trees . . . . .	322
10.3.2.1. Iolus . . . . .	322
10.3.2.2. Cipher sequences . . . . .	324
10.3.3. LKH: Logical Key Hierarchy . . . . .	326
10.3.4. Conclusion . . . . .	327
10.4. Reliability of key distribution protocols . . . . .	328
10.4.1. Requirements . . . . .	328
10.4.2. Solutions based on replication techniques. . . . .	329
10.4.3. Solutions based on the use of FEC . . . . .	330
10.4.4. Conclusion . . . . .	330
10.5. General conclusion. . . . .	331
10.6. Bibliography . . . . .	332

<b>Chapter 11. Scalable Virtual Environments . . . . .</b>	335
Walid DABBOUS and Thierry TURLETTI	
11.1. Introduction . . . . .	335
11.2. Specificities of the LSVE . . . . .	337
11.2.1. Scalability . . . . .	337
11.2.2. Interactivity . . . . .	338
11.2.3. Heterogeneity . . . . .	338
11.2.4. Consistency . . . . .	339
11.2.5. Reliability . . . . .	339
11.3. Multipoint limitations . . . . .	340
11.3.1. Routing . . . . .	340
11.3.2. Subscriptions and unsubscriptions latency . . . . .	341
11.4. SCORE-ASM . . . . .	342
11.4.1. Assessment of the additional cost related to the use of multipoint . . . . .	343
11.4.2. The role of the agents . . . . .	344
11.4.2.1. Association of multipoint cells-groups . . . . .	346
11.4.2.2. Assignment of multipoint groups . . . . .	346
11.4.3. Communications in SCORE-ASM . . . . .	347
11.4.3.1. Communication between participants . . . . .	348
11.4.3.2. Participants-agent communication . . . . .	349
11.4.3.3. Communication between agents . . . . .	350
11.4.4. Connection to the virtual world . . . . .	351
11.4.5. Subscriptions update mechanism . . . . .	351
11.4.6. Clipping algorithm . . . . .	352
11.4.7. Conclusions regarding SCORE-ASM . . . . .	353
11.5. SCORE-SSM . . . . .	354
11.5.1. Problematic . . . . .	355
11.5.2. Choice of design . . . . .	356
11.5.3. SCORE-SSM structure . . . . .	356
11.5.3.1. Filtering . . . . .	357
11.5.3.2. Heterogeneity and multimedia flow . . . . .	358
11.5.3.3. Correspondence with the network multipoint . . . . .	359
11.5.4. Prospects regarding SCORE-SSM . . . . .	359
11.6. Final comment . . . . .	360
11.7. Bibliography . . . . .	361
<b>List of Authors . . . . .</b>	363
<b>Index . . . . .</b>	365